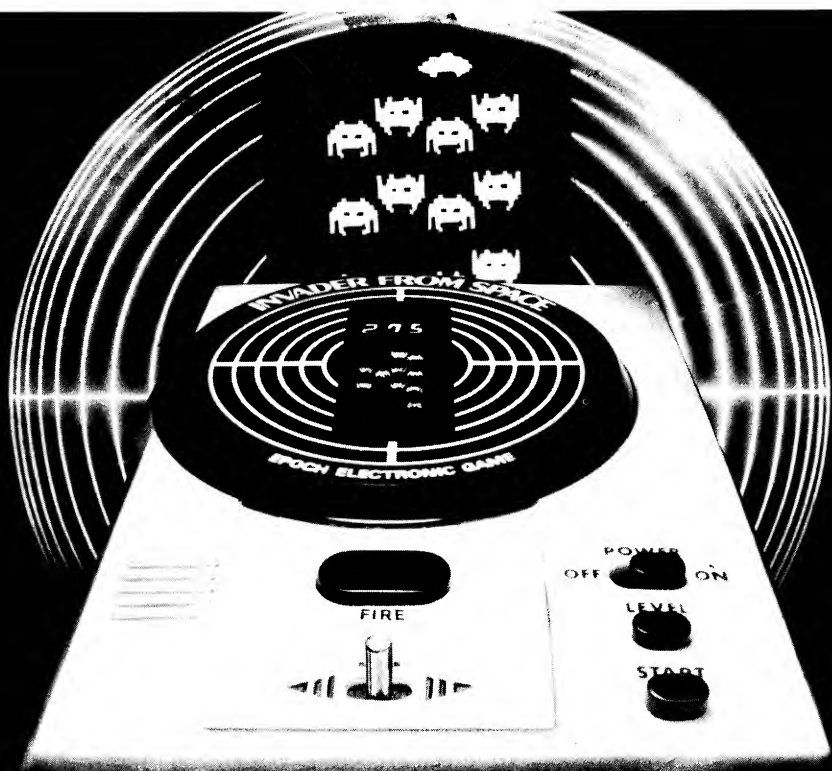


ELECTRONIC GAME

EPOCH'S

INVADER FROM SPACE

The Game of Cosmic Combat



Object of the Game

It's an invasion from Outer Space and you must defend your missile bases on Earth from the computer-controlled space invader attack. You have 5 missile bases and 5 chances to launch a counterattack. Watch out, here they come. Fire.

It's a game of speed as well as skill. If the invaders reach the Earth's atmosphere, the game is over even if you have missile bases left.

Operation Buttons and Display

1. Power Switch



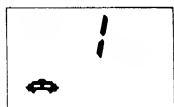
To play, set switch to "ON" position. After each game turn switch to "OFF" and then back to "ON" to reset for a new game.

2. Level Button

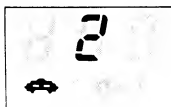
LEVEL



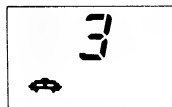
Game may be played at three playing speeds. Level 1 is the slowest speed, Level 3 is the fastest speed. When game is switched on, playing speed is automatically set to Level 1 and "1" is displayed on the Digital Score Readout. To change to Level 2 or Level 3, simply press the Level Button one or two times. The Digital Score Readout will then display either "2" or "3".



Level 1



Level 2



Level 3

3. Start Button

START



To activate game action, press the Start Button. The invaders will begin their computer-controlled attack on Earth. Action continues until a missile base on Earth has been hit by an invader. To begin action again after a missile base has been hit, simply press the Start Button. You have five chances to launch a counterattack.

4. Intercept Control Lever



This lever is used to control and change position of your missile launch pad. Move the lever to right or left to control your missile's firing path and to protect your missile from the invaders' attack blasts.

5. Fire Button



To fire a missile, press the Fire Button. When the missile has either hit an invader or has gone off the Game Display, you may fire again. Continue to fire until your missile base has been hit.

6. Game Display

The attack area is divided into four cosmic zones—the UFO zone, the blue zone, the yellow zone, the red zone.

7. Digital Score Readout

The Digital Score Readout displays game speed level, number of counterattack chances remaining, and score. Game speed level is displayed only at the start of a game. Counterattack chances remaining are displayed directly after the Start Button has been pressed. Score is displayed throughout the game.



- Digital Score Readout
- Cosmic Zone



UFO Zone



Blue zone



Yellow zone



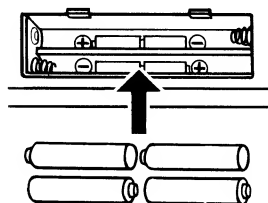
Red zone

Batteries

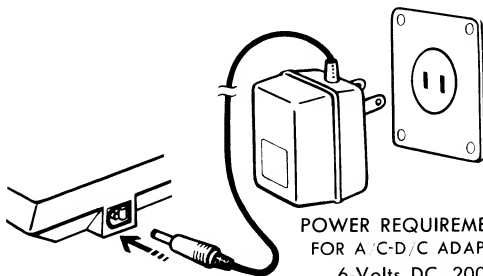
Insert 4 "AA" batteries. Be sure that \oplus and \ominus ends are correctly aligned.

Note: Game will not operate properly if batteries are weak. If game malfunctions or display is erratic, check or replace batteries. Always be sure game is turned off to avoid battery drain and remove batteries when game is not in use for long periods.

Or use A/C-D/C adapter.



OR



POWER REQUIREMENT
FOR A/C-D/C ADAPTER
6-Volts DC, 200ma

Directions for Play

1. Switch the game to "ON" position.
2. Set game to desired playing speed—Level 1, Level 2, or Level 3. Check Digital Score Readout to be sure game is set on desired level.
3. Press Start Button to begin game action. You will see a "5" on the Digital Score Readout. This means you have 5 chances to counter-attack and this is your first chance.
4. You will hear the electronic sound signaling that the invaders are beginning their attack on Earth. As shown in "Figure 1," only one invader and one UFO are displayed at game beginning. As game continues, more and more invaders appear and begin to move down toward Earth through the cosmic zones, from blue to yellow to red. As game continues, invaders move faster and faster.
5. Launch your counterattack with the aid of the Intercept Control Lever and Fire Button. Move Intercept Control Lever to desired position and then fire. Continue to fire missiles from best attack and defensive positions, trying to hit as many space invaders and UFO's as possible.
6. When your missile base has been hit by the invaders you will hear the electronic sound signaling "HIT." Your first counterattack chance is over.
7. To start second counterattack, press Start Button again. You will see a "4" on the Digital Score Readout. This means you have 4 chances remaining to counterattack.
8. Continue as described. Each time your missile is hit, press Start Button again. The Digital Score Readout will display how many chances are still remaining.

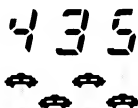


Figure 1

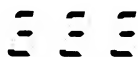
Game Ending

There are two ways the game can end. All play is over and the game is finished if:

1. The invaders have hit all 5 missile bases and no counterattack chances are left.



3. You have scored 1,000 points. ("E E E" on Digital Score Readout).



2. One of the invaders has moved down to the Earth's atmosphere and has reached the last position (far right) in the red zone, the fourth cosmic zone on the Game Display.



This is the end of the game even if you have counter-attack chances left.



Movement of UFO's

UFO's move from left to right, up and down in the UFO zone. UFO's do not fire on the missile bases. They can, however, be hit by missiles from Earth and the highest number of points are scored for hitting a UFO.

Movement of Invaders

Invaders appear gradually from left to right and move down the Game Display. No more than 16 invaders appear at a time.

Scoring

The score is displayed throughout the game on the Digital Score Readout. Points are scored only when an invader or UFO has been hit. One thousand is the highest possible score and is displayed "E E E". The following are the scoring rules:

1. 5 points are scored for every invader hit in the blue zone.
2. 10 points are scored for every invader hit in the yellow zone.
3. 15 points are scored for every invader hit in the red zone.
4. 30, 40, or 50 points are randomly scored for every UFO that is hit.



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